

STARTIROPICS

INSTRUCTION BOOKLET

15-2-011



Amgen Inc.

PO Box 161, Redwood City, CA 94061-0161 U.S.A.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.



Thank you for selecting the Nintendo Entertainment System® Super Mario™ Game Pak.

Please read the instructions included thoroughly to ensure proper handling of your new game. Thank you for the fun and excitement to come!

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PRECAUTIONS

- 1) This is a high precision Game Pak. It should not be stored in places that are very hot or very damp for it may warp it. Do not take it apart.
- 2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
- 3) Do not play with firearms, gun powder, alcohol or other such objects.
- 4) Store the Game Pak in its protective sleeve when not in use.
- 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.
- 6) Nintendo recommends against using a non-projector monitor with your NES as they are not as bright as the screen they come.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without notice.

The Story

Hi. My name is Michael Jones, but my friends call me Mike. I'm eleven years old and I live in Seattle, Washington.



Have you heard of my Uncle Harvey? Well, most people don't call him that, they call him Dr. Jones. He is a very famous archeologist who is looking for some lost ruins in the Coral Sea. I've never actually met him, but last week I received a letter from him inviting me to stay with him at his laboratory on C-Island.

I have to go on a helicopter? I bet I won't be able to sleep at all tonight. Well, goodnight.



The Map of C-Island



Please read the letter from Dr. Jones appended to this map.

Today I landed on C-island after a long helicopter ride.
The people are very friendly, and they all seem to know my uncle.



At C-island

I love the this village, but I haven't been able to find my uncle anywhere and no one here seems to know where he is either.





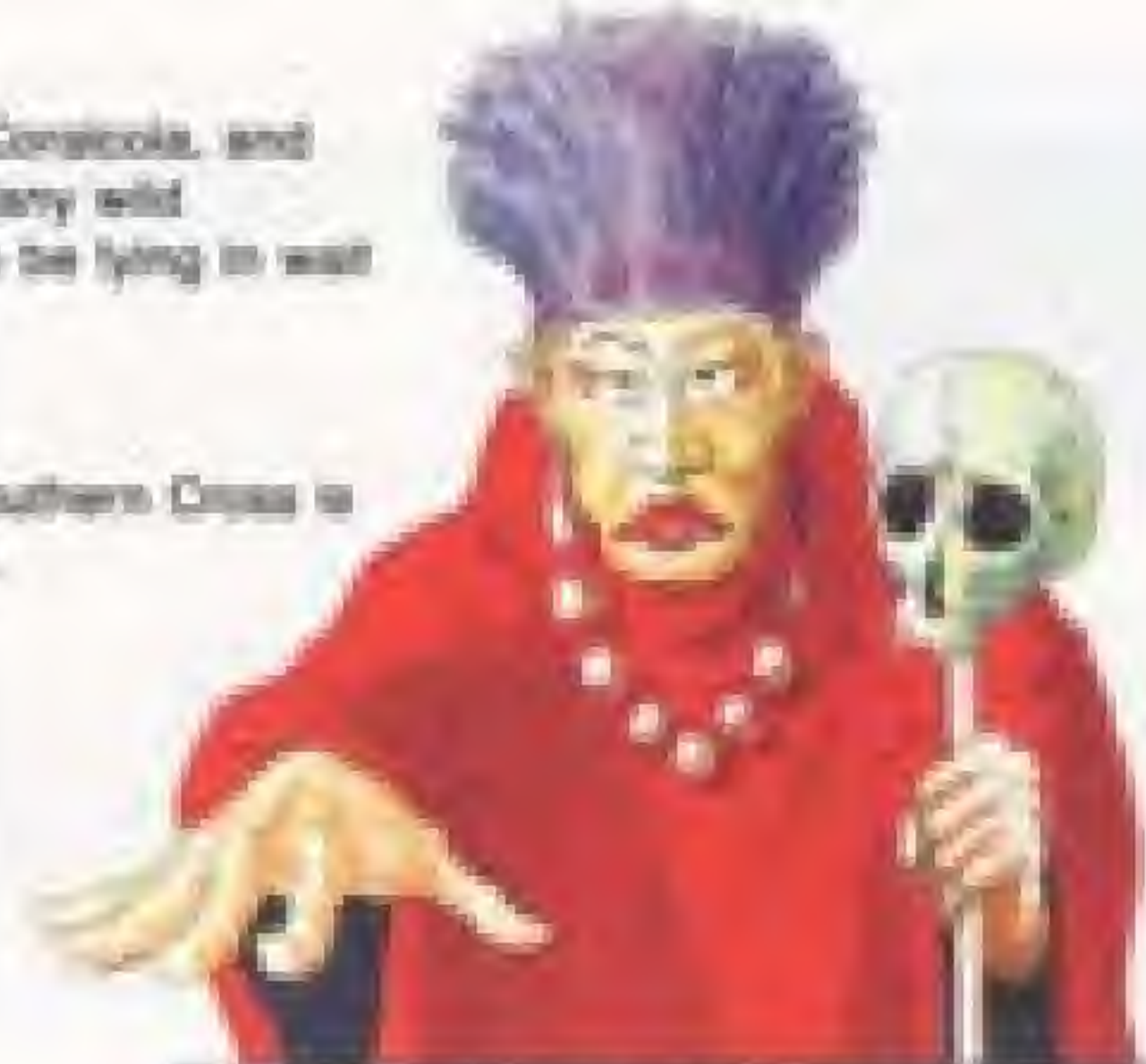
Hi Mike!
I'm Chief Gonzoos, a close friend of
your uncle's.

Listen! Try not to be upset...
Your uncle, Dr. Jones...
has been... abducted!

Mike, you are the best hope of
rescuing Dr. Jones.

I'm the Shaman of Gonzoos, and
the Chief's sister, Mary, said
monsters are said to be lying in wait
in the dark forest.

But remember!
The magic of the Southern Cross is
always on your side.



Look for the Southern Cross in the sky
above to help you find your way.
Good luck!

How to Start the Game

- Press any button during the Title screen to enter the Menu mode.



Menu mode

• Creating your own Mine

To start a new game, you create Mine by first registering your player name.

- At the Menu mode, use the SELECT button to choose [REGISTER YOUR NAME] and press START to enter the Register mode.
- Use the Control Pad to choose a letter and press the A button to print.
When you finish registering your name, select END and press START to return to the Menu mode.



Register mode

• Starting the game

- At the Menu mode, use the SELECT button to choose your Mine and press START to begin the game.



Mine mode

• Creating an old Mine

- At the Menu mode, select the ELIMINATION MODE and press START.
- At the Elimination mode, select the Mine you want to create and press START.



Elimination mode

▶ **Replaying the previous chapter**

You can replay the game from the beginning of the chapter you have experienced.

▶ At the Menu mode, select the **REVIEW MODE** and press **START**.

▶ At the Review mode, select the title you want to review and decide the chapter using the **Control Pad**. And press **START** to begin the game.



Review mode

The Review Mode does not affect game data you have previously saved. However, anything you gain or lose in the review mode will not be saved.

*True Demonsters always by the review mode, just to be certain that they haven't missed any important items.

▶ **Quitting the game**

Your game data is saved automatically, so you may turn the power off at most any time you like, except when the following message is being displayed on your screen:

NOW SAVING YOUR DATA...
REFRRAIN FROM TURNING POWER OFF
OR RESETTING

A battery is used to retain the player's game data for five years. However, depending on the conditions under which the Game Pad is kept (such as exposure to high temperatures, etc.), the life of the battery may be shortened.

How to Play the Game

Star Trek™ consists of two different phases: the Travel Stage and the Battle Stage.

During the Travel Stage

Move Mike
Sub-C



Talk

Check Status

For Sub-C Submerging
(You need the ID code to work
the submergence system.)



*Mike can't use any weapons or items during the Travel Stage.

TALK

Mike's islanders are friendly and know who you are. Try talking to them.



Find a person then press the A button to bring up the person's words on the screen. The conversation progresses by using the A button.



Arrows indicate a there is more to be said.



When Mike enters a tunnel or cave, the Battle Stage begins.

During the Battle Stage

Move Mike



ATTACK

JUMP

Use to quickly choose a new weapon without stopping the battle.

Pause/Restart

Press **START** for choosing a weapon or using magic items.

(Mike's status at Battle Stage)



Basic weapon

Special weapons

Mike's energy

Number of lives remaining

Stars

Number of Medicine

Press **START** for choosing a weapon or using magic items.

Choose a weapon

Move the left/right Control Pad to choose any of the weapons Mike possesses.
Press **START** to return to the battle.



Inventory
List of weapons

Use magic items

First of all, move the up/down Control Pad to switch the screen to the list of the magic items. Move the left/right Control Pad to choose any of the magic items.
And press the **B** button to use the magic item.
Press **START** for returning to the battle.



Up/down
Control Pad



Inventory
List of magic items

• Hearts for Mike's energy

- At the bottom of the screen, hearts appear indicating Mike's energy. When Mike is attacked by an enemy, one of these hearts turns white. If all hearts turn white, it means Mike loses a life.



The life level shows the max capacity of Mike's energy. It will be increased, when you advance to a new chapter.

- When Mike loses a total of three lives, the game is over! You must try again from the beginning of the Battle Stage.

• Fight enemies courageously!

- Mike starts his adventure with the basic weapon, the Island yo-yo. This Island yo-yo is so powerful that you can do damage to almost all of your enemies. However, some tough monsters await you. So you need the help of special weapons or magic items, which are hidden in the underground. You'll need to find these hidden items in the Battle Stage.

Your collected weapons and items are displayed with each icon, followed by a number indicating how many slots are left.

When you lose a life, you have to give up all of your special weapons and magic items, which you have collected.

You can't carry over any special weapons or magic items to the next Battle Stage.

Basic/Special Weapons

• Three types of basic weapons

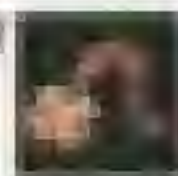


01



Legend pass
The legendary weapons passed down from G-legend warriors.

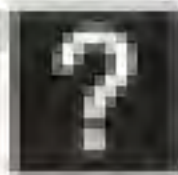
02



Legend pass
The Queen of Genesis's powerful weapons. You must have the red blood to be able to use it.



03



Legend pass
This weapon is only removed to fight, and it is used that you must have enough red blood to use it correctly.



• Special weapons



01



01



02



03



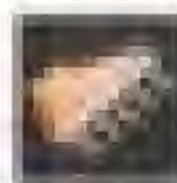
04



Special weapons



Shield



Mallet



Dragonfly
Press the B button to throw and press B again to split them.



And other special weapons will help you!

Magic Items

• **Fast enemies to get small hearts or stars!**



Green Star
Each restores Mike's energy by one mark.



Blue Star
Collecting a total of five stars also restores his energy by one mark.

Level Tip
Watch for small hearts or stars by using the island map!

• **Try finding these hidden items!**



Red Heart
Increases Mike's life level which shows the maximum of his energy.



Medicine
Restores Mike's energy by five marks.



Magic Items



Amulet of Magic



Amulet of Magic



Amulet of Magic



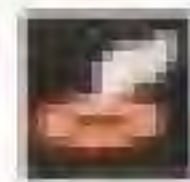
A Magic Item of temporary ability properties is used for later use.



Amulet of Magic



Amulet of Magic



Amulet of Magic



Amulet of Magic



And other magic items will help you!

Examples



Amulet of Magic
A magic item that can be used.



Amulet of Magic
A magic item that can be used.



Amulet of Magic
A magic item that can be used.



Amulet of Magic
A magic item that can be used.



Amulet of Magic
A magic item that can be used.



Arthropods



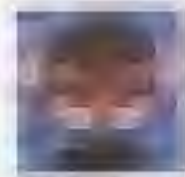
insectivore
A predator that eats insects on the ground.



invertebrate
A animal without a backbone.



arthropod
A jointed invertebrate.



invertebrate
A animal without a backbone.



arthropod



primate
A mammal with a large brain.



bird
A vertebrate with feathers.



primate
A mammal with a large brain.



primate
A mammal with a large brain.



amphibian





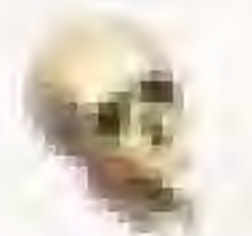
Adaptation
A body part that helps an organism survive.



Adaptation
A body part that helps an organism survive.



Adaptation
A body part that helps an organism survive.



Adaptation
A body part that helps an organism survive.

The ground with the bones.



Adaptation
A body part that helps an organism survive.



Adaptation
A body part that helps an organism survive.

Many other animals need you to eat!

The author writes in one of the first paragraphs of the introduction that the purpose of the book is to help you understand the world around you. The author also writes that the book is for people who are interested in science and nature. The author explains that the book is written for people who are curious about the world and want to learn more about it. The author also mentions that the book is written for people who are interested in the history of the world and want to know how things have changed over time. The author concludes that the book is a great resource for anyone who wants to learn more about the world and the people who live in it.



COMPLIANCE WITH FCC REGULATIONS

The equipment generates and uses radio frequency energy and it may interfere and cause interference, that is, it must conform with the manufacturer's instructions. This device complies with radio and television reception if that device type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If the equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Reorient the TV or radio with respect to the receiver.
- Move the TV or radio away from the receiver.
- Plug the TV or radio into a different outlet so that receiver and transmitter are on different outlets.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-001-001-9-4.

REDAI LIMITED WARRANTY

Redai of America, Inc. ("Redai") warrants to the original purchaser of the equipment (hereinafter "you") that the equipment is free from defects in materials and workmanship for a period of 24 months from the date of purchase. This warranty does not cover any damage caused by accident, misuse, or abuse, or any other cause not within the control of Redai.

TO OBTAIN THE WARRANTY SERVICE:

1. Call toll free for service information at 1-800-828-8282.
2. Write to Redai, Attention: Service Department, at the address shown below, enclosing a copy of this booklet, a copy of the receipt for the equipment, and a description of the problem. Please include the name and address of the dealer where the equipment was purchased.
3. If the dealer is unable to correct the problem, you may return the equipment to Redai for repair or replacement. Redai will pay the cost of shipping the equipment to Redai and the cost of shipping the repaired or replacement equipment to you. Redai will also pay the cost of shipping the equipment to you if you prefer to have the equipment repaired or replaced at your home.

Redai of America, Inc.
10000 Redai Drive
P.O. Box 1000
Dallas, TX 75224

The warranty on the equipment is void if the equipment is damaged, altered, modified, or repaired by anyone other than Redai or its authorized service centers.

EXCLUSIONS OF THE WARRANTY ON EQUIPMENT

The Redai warranty does not cover any damage to the equipment caused by accident, misuse, or abuse, or any other cause not within the control of Redai. This warranty does not cover any damage to the equipment caused by fire, theft, or any other cause not within the control of Redai. This warranty does not cover any damage to the equipment caused by any other cause not within the control of Redai.

The Redai warranty does not cover any damage to the equipment caused by any other cause not within the control of Redai. This warranty does not cover any damage to the equipment caused by any other cause not within the control of Redai. This warranty does not cover any damage to the equipment caused by any other cause not within the control of Redai.

If the equipment is damaged, altered, modified, or repaired by anyone other than Redai or its authorized service centers, the warranty is void.

WARRANTY LIMITATIONS

The Redai warranty is limited to the repair or replacement of the equipment. Redai will not be responsible for any damage to the equipment caused by accident, misuse, or abuse, or any other cause not within the control of Redai. This warranty does not cover any damage to the equipment caused by any other cause not within the control of Redai.

The warranty on the equipment is void if the equipment is damaged, altered, modified, or repaired by anyone other than Redai or its authorized service centers. This warranty does not cover any damage to the equipment caused by any other cause not within the control of Redai.